FIRE PRO WRESTLING RETURNS

™

TEEN
T
CONTENT RATED BY ESRB

agetec®

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

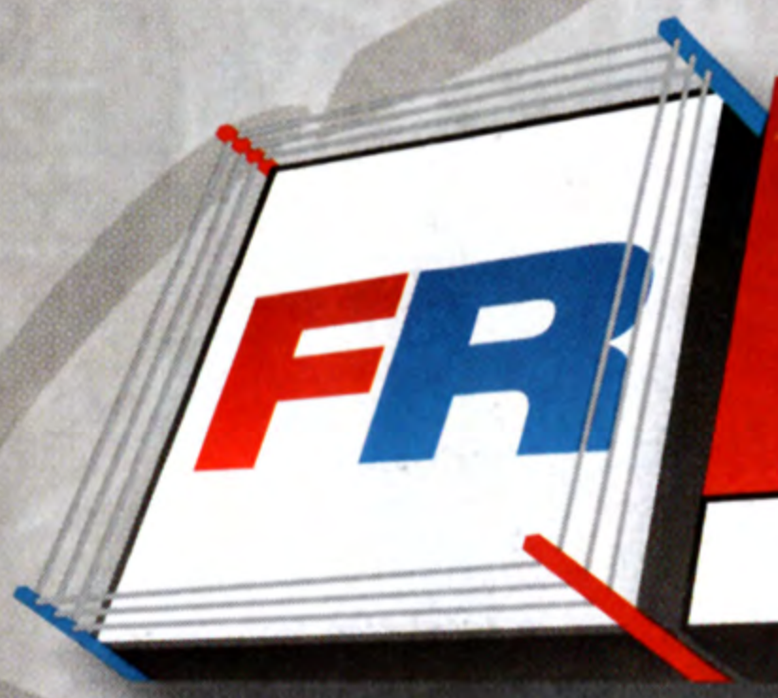
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



FIRE PRO WRESTLING RETURNS

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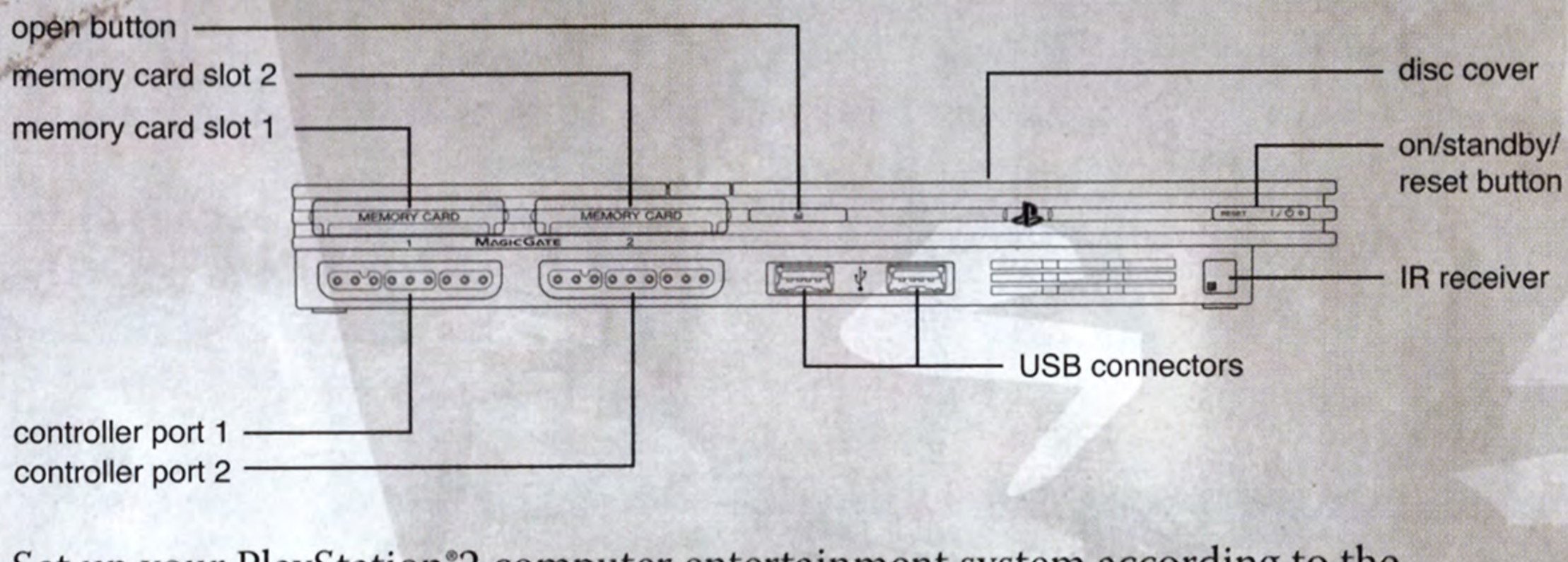
SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Fire Pro Wrestling Returns disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

How to use mutiltap (for PlayStation®2)

Fire Pro Wrestling Returns supports up to 8 players using the multitap (for PlayStation®2) (sold separately). Please connect the multitap (for PlayStation®2) to controller port 1 or controller port 2 and then connect the controllers to the controller port A through D.

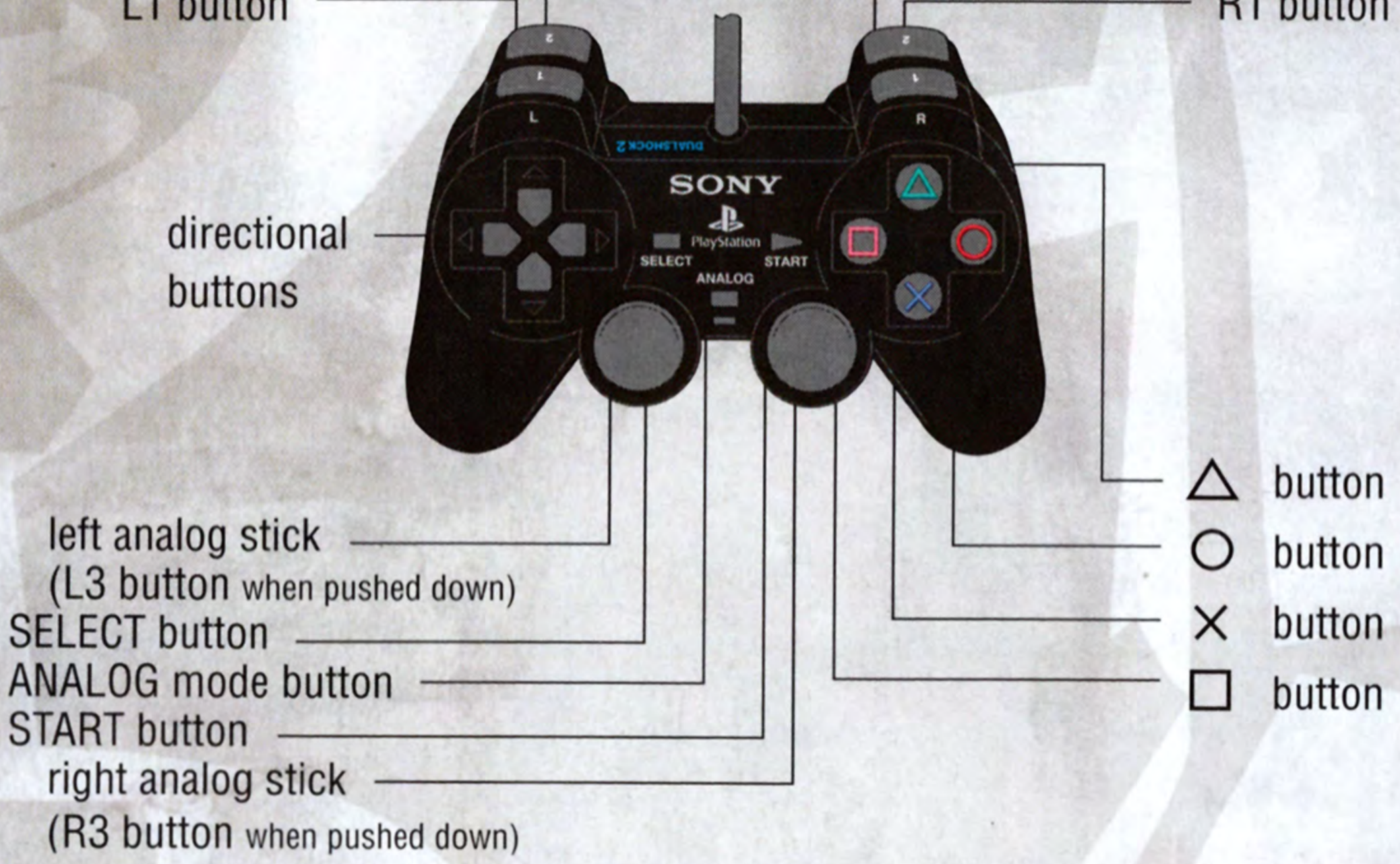
WHAT IS NEEDED:
1 - 2 players: 2 Controllers
3 - 5 players: 3 – 5 Controllers and multitap (for PlayStation®2) x 1
6 – 8 players: 6 – 8 Controllers and multitap (for PlayStation®2) x 2

There are 2 types of multitap (for PlayStation®2): SCPH-10090 U and SCPH-70120 U. Please check your PlayStation®2 computer entertainment system and purchase the correct multitap (for PlayStation®2).

When connecting one or two multitap (for PlayStation®2) to PlayStation®2 system, please either connect multitap (for PlayStation®2) to the controller port 1 on PlayStation®2 system or connect the controller to controller port A before connecting more controllers. Please do not connect any products that are not supported by Sony Computer Entertainment, Inc.

MENU CONTROL

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

L1 button
Move cursor to left

Directional button
Move cursor/make selection

Right analog stick
Shortcut selection

△ button
Cancel/Return to previous screen

○ button
Open /close list

× button
Confirm selection

□ button
Open submenu

R1 button
Move cursor to right

START button
Start game/Confirm all selections

STARTING A GAME

Press the START button at the Title Screen.

Main Menu Screen.

1. GAME MODES: Compete in various match modes.

2. EDIT: Edit wrestlers, referees, organizations, teams, belts, etc.

3. OPTIONS: Set gameplay settings.

4. DATA: Save/Load game data or copy data.

Game Modes

1. EXHIBITION: Single match against a CPU opponent or human players.

2. TOURNAMENT: Single-elimination matches arranged in a conventional ladder-style format.

3. LEAGUE: Set up a league and compete.

4. TEAM MATCH: Each team consists of 5 wrestlers competing as a team.

5. BATTLE ROYAL: Free-for-all with each wrestler trying to be the last man standing.

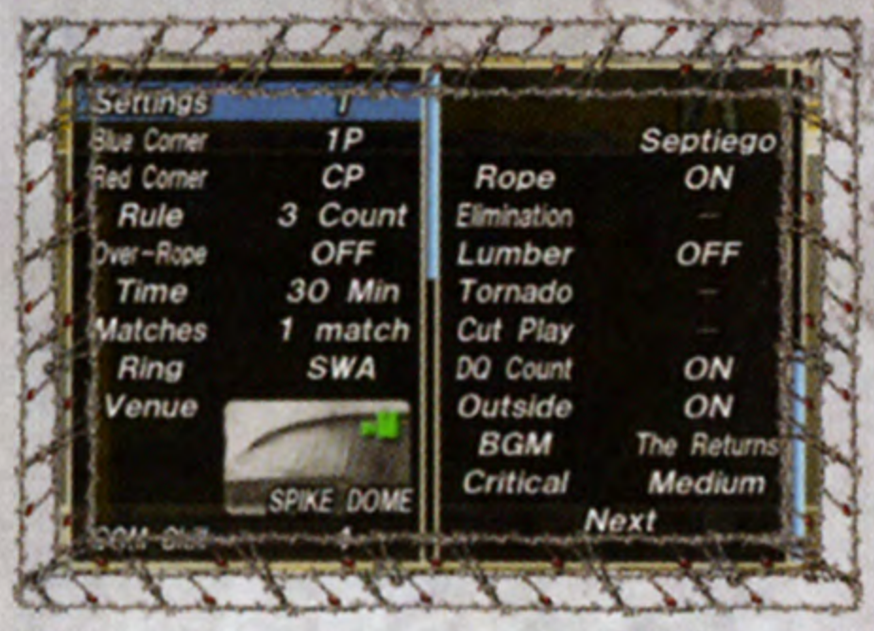
6. TITLE MATCH: Match competing for a champion belt.

7. MATCH MAKER: Become a promoter and try to produce a profit.

**Game data can be saved on memory card (8MB)(for PlayStation®2). Minimum of 917KB free space is required to save the game data.*

Match Settings

Match Settings must be decided before a match can start. Use the up and down directional buttons to highlight selections and use the Left and Right directional button to change selections. You can also use the ⊗ button to open a menu and make changes there.



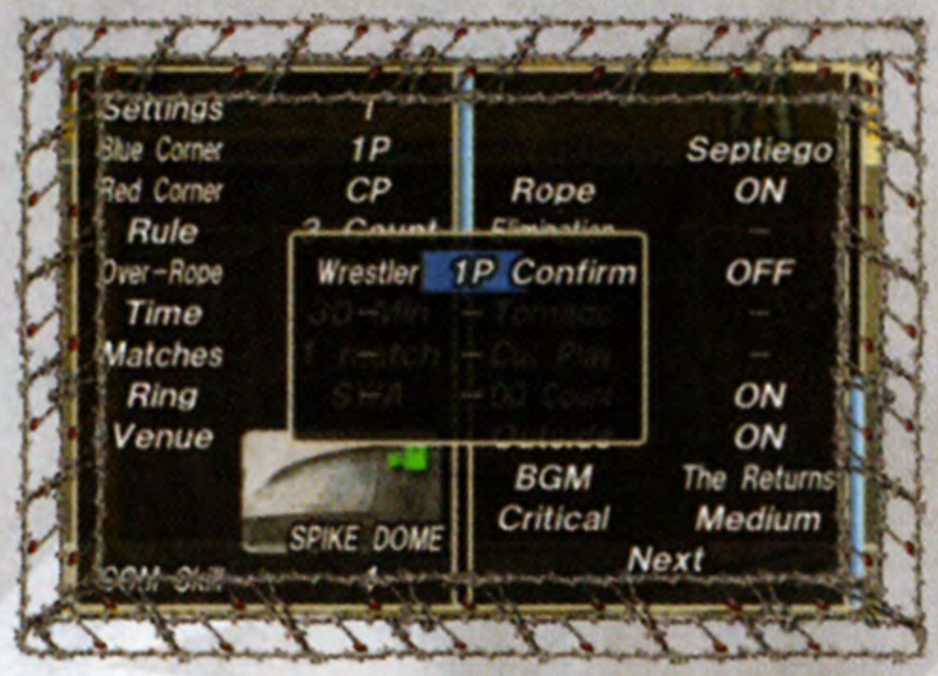
**Match Setting options vary depending on the game mode chosen.*

**Press the START button to exit the match settings and proceed to the wrestler select screen.*

Settings	You can save up to 4 match settings.
Blue/Red Corner	Decide the player entry (see page 8 for details). From 1 versus 1 and up to 4 versus 4 in a tag match.
Rule	Decide the victory condition: 3 count, 2 count, Fall Only, Give Up, and Escape in Cage Deathmatch.
Over-Rope	Wrestlers can be eliminated by being thrown over the top rope.
Time	Decide match duration: 3, 5, 10, 15, 20, 30, 45, 60 minutes, or unlimited.
Matches	Set match numbers to play: 1 match or best of 3.
Ring	Select a ring for the match.
Venue	Select the venue where the match will be held.
COM Skill	Set CPU skill level. (1 Lowest ~ 10 Highest).
Speed	Set match speed from 100% ~ 800%.
COM Skip	Set ON/OFF to skip a match between CPU wrestlers.
Referee	Select a referee for the match.
Rope	Pins and submission holds are broken if a wrestler is touching the rope.
Elimination	Match continues until all the wrestlers from one team are eliminated in a multi-wrestler match.
Lumber	Wrestlers automatically return to the ring after being thrown out or exiting the ring.
Tornado	All participating wrestlers in a tag match are allowed in the ring at the same time.
Cut Play	During a tag match, teammates are allowed to interfere if a wrestler is in danger of being pinned or under a submission hold.
DQ Count	The referee counts to 5 for an illegal act, and the wrestler is disqualified if the act is still present at count 5.
Outside	The referee counts to 20 when a wrestler is outside the ring.
BGM	Select the background music for the match.
Critical	Select the frequency rate for Critical Hits.

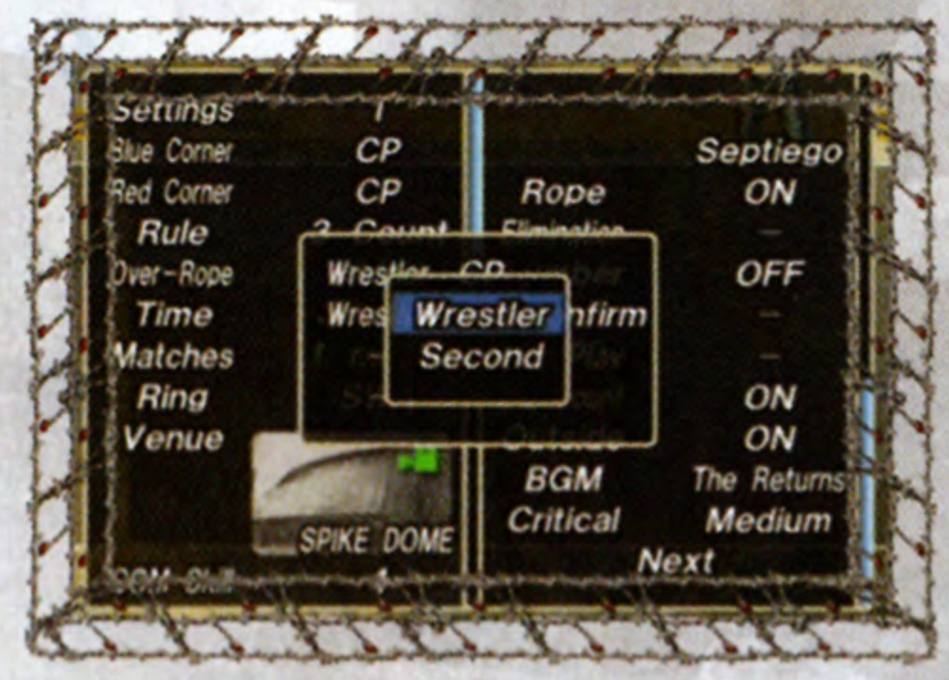
About Player Entry

On the Match Settings screen move the cursor to the Blue or Red Corner and press the ⊗ button.

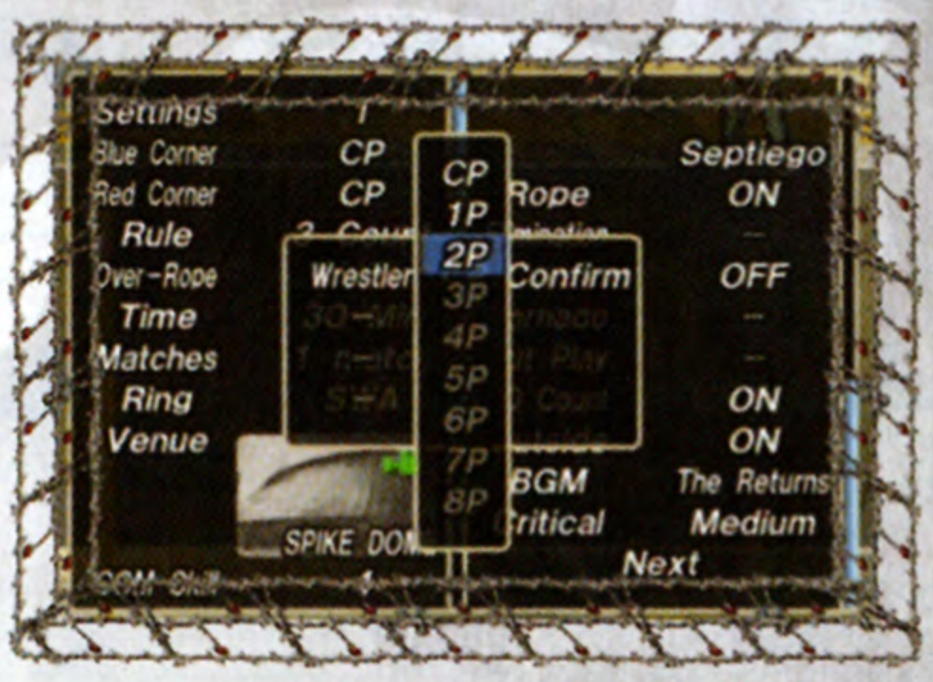


When the cursor is on "Wrestler", press the ⊗ button to open the menu window. Select "Wrestler" or "Second".

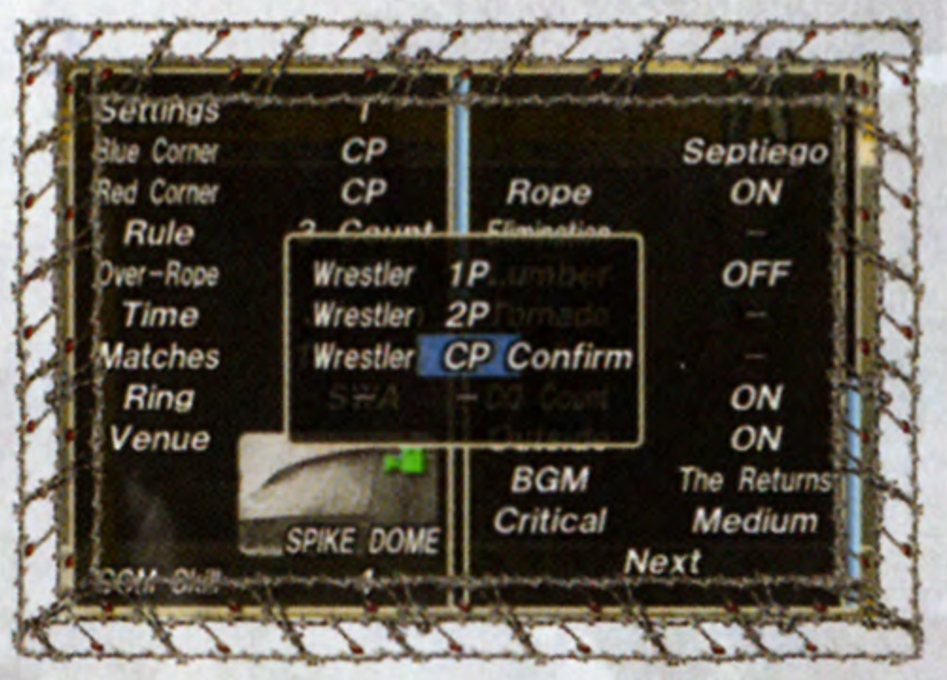
**Second cannot be selected as the first wrestler.*



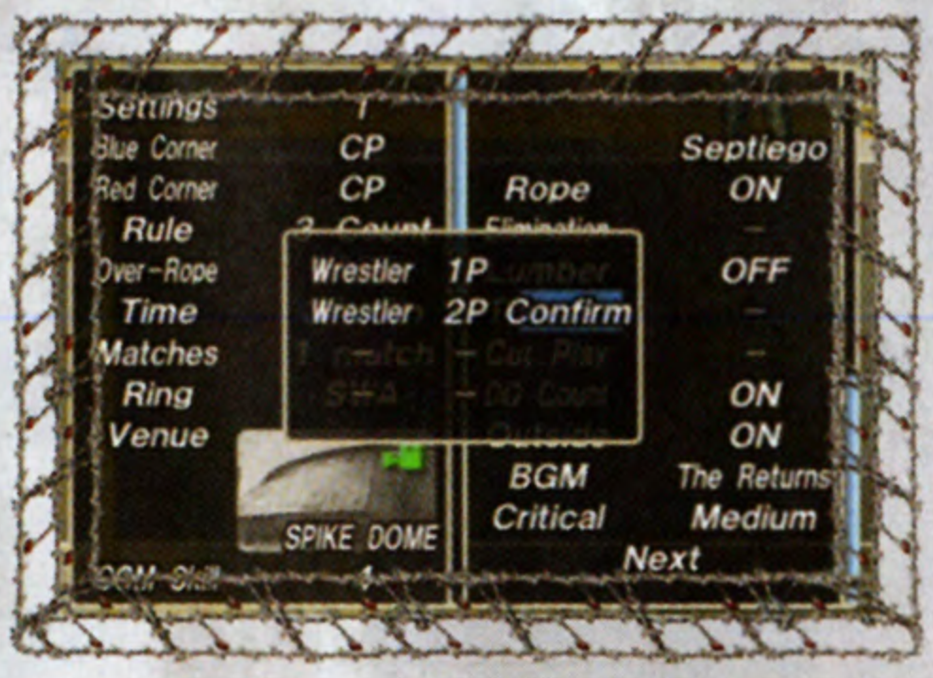
When the cursor is on "1P", press the ⊗ button to open the menu window. Select the number of players that will participate in the match.



Press the down directional button to increase the number of participants for the match. Select the participating players and "Wrestler" or "Second" for the additional participants.



To finish, press the left direction button, then press the ⊗ button on "Confirm."



Wrestler Select

Select the wrestlers for the match. Use the up and down directional buttons to move the cursor, and use the left and right directional buttons to cycle through the organizations. Use the left analog stick to cycle through groups within the same organization. After selecting the wrestlers, press the ⊗ button to continue. Now use the left and right directional buttons to select the wrestler's appearance. Press the ⊗ button to proceed to the match. Press the START button to randomly select a wrestler.

Directional button Up and Down	Select wrestler
Directional button Left and Right	Cycle organizations/select appearance
⊗ button	Confirm selections
L1 and R1 buttons	Cycle organizations
Left analog stick	Cycle Groups

Starting the Match

After selecting the wrestlers and their appearance and once all the settings have been decided, the match begins. Some venues feature an entrance movie for the wrestlers.

Venues with Entrance Movies

SPIKE DOME NO.1 RING WEST DOME USA DOME

Referees

PANTHER

A traditional referee that follows the book.

SEPTIEGO

Indie referee whose officiating is lenient on illegal acts.

DAI

Referee representing the Women's wrestling with quick moves and rational calls.

MR. FAIR

A well respected referee that officiates with fairness.

REI

A female referee who officiates deathmatches.

SAGA

His officiating is considered conservative.

IMADA

SWA referee who often makes controversial calls.

TAKI

A theatrical and dramatic referee.

JOE

A legendary referee in the world of wrestling.

CINDY

Very quick to respond, but weak to physical contact.

MATCH RULES

Basic rules for the matches are as the following:

Normal Match

1. **WIN:** Take count 3 in pinned position.
2. **WIN:** Opponent gives up (taps) under a submission hold.
3. **LOSE:** Staying on top of a corner post when count 5 is called.
4. **LOSE:** Illegal act is present when count 5 is called.
5. **LOSE:** Outside the ring when count 20 is called.
6. **BREAK:** A pin, hold, or submission near the rope.

SWA/S-1 Rule (Rule 1-6 Will apply)

7. **LOSE:** Unable to stand within a 10 count after being knockout.

Change Match Rules

Rules can be changed with the following options.

1. **3 COUNT:** Match ends when taking 3 counts in pinned position or give up.
2. **2 COUNT:** Match ends when taking 2 counts in pinned position or give up.
3. **GIVE UP:** Match ends when the participants give up or by a knockout.
4. **FALL ONLY:** Match ends when taking 3 counts in pinned position.
5. **ESCAPE:** Match ends when the participant escapes from a cage ring (only available in Cage Deathmatch).

GAME MODES

EXhibitiON

You can play a single match with detailed settings that you decided on.

NORMAL MATCH: Normal rules.

CAGE DEATHMATCH: Ring will be surrounded by a steel cage. Match Setting rule Escape can be selected for this match mode. The first participant successfully escaping from the cage wins.

CAGE WITH ESCAPE ENABLED: Wrestler can climb the cage from the apron. The controls are below:

From Apron

Directional button (towards cage) + □ button (or ✕ button)	Grab the cage
Directional button (towards cage) + ○ button	Shake the cage

While grabbing the cage

Directional button	Move on cage
Directional button + ○ button	Attack while grabbing the cage

Near the top of the cage

Directional button up + □ button (or ✕ button)	Go over to the opposite side of the cage

Near the bottom of the cage

Directional button down + □ button (or ✕ button)	Go down to the outside ring or apron

Near top of the cage around corner

Directional button left or right + □ button (or ✕ button)	Climb on the cage corner

BARBED WIRE DEATHMATCH: This deadly deathmatch is enclosed in electrified barbed wire. When the wrestler is whipped into the wire, an explosion will occur and the wrestler may start to bleed. Also an explosive can be set around the ring to be detonated at a decided time. This explosion inflicts heavy damage to everyone in the ring.

LANDMINE DEATHMATCH: Landmines are set around the ring and fluorescent tubes or barbed wires can be set in front of the corner posts. When the wrestler is tossed outside the ring, an explosion occurs, inflicting damage to the wrestler.

SWA RULES MATCH: This mode is played with mix marital arts rules. Various match settings can be decided including: Number of rounds and TKO rule.

S-1 RULES MATCH: This mode is played with rules that don't allow grappling. Only striking attacks can be used and the match is decided by Knockout. The match is played as a single match.

Special rules for S-1 rules:
NO GRAPPLING/SUBMISSION.
NO RUNNING INSIDE THE RING.

GRUESOME FIGHTING: The match is played in an octagon ring. It can only be played as a single match.

Special rules for Gruesome Fighting:
GIVE UP: Match ends by Knockout or give up.
NO ROPE.

Tournament

Elimination-style tournament can be played. Participating wrestlers are placed in brackets to face each other and the winner advances to the next round. Fatigue and damage is carried over to the next round. The match settings can be set in detail. Minimum of 3 wrestlers and maximum of 32 wrestlers can be assigned.

League

Round robin-style league can be played. The winner earns fixed points for a win or draw. The one with the most points will be the champion. A minimum of 4 wrestlers and a maximum 64 wrestlers can be assigned. Wrestlers can be placed into groups and the number for those groups can be decided by the player.

2 and 4 groups

PARTICIPANTS: A maximum of 64 wrestlers can be assigned when a league is decided and played in groups.
FINAL KNOCKOUT STAGE: If the League is played in groups, the final knockout stage will decide the champion. From 1 to 3 qualifying wrestlers can be selected. The bracket will automatically be determined depending on the points earned.

5 Point System		
○	Win: fall/give up/KO	5
□	Win: DQ/ring-out	4
△	Draw: time up	2
△	Draw: ring-out	0
□	Lose: DQ/ring-out	0
×	Lose: fall/give up/KO	0
2 Point System		
○	Win: fall/give up/KO	2
□	Win: DQ/ring-out	2
△	Draw: time up	1
△	Draw: ring-out	0
□	Lose: DQ/ring-out	0
×	Lose: fall/give up/KO	0

Team Match

Teams consisting of 5 wrestlers face each other in a series of single matches. The match style can be selected from Elimination, Round-robin, or Tug-of-War. If the Team Match is played as Elimination, the fatigue and damage will be carried over to the next match.

ELIMINATION: The winner stays to face the next opponent. A team that defeats the opposing team's 5th wrestler is the winner.

ROUND ROBIN: Wrestlers from each team will face each other. The team with the better record wins. The team order can be decided by the player.

TUG-OF-WAR: The matches are played as Round Robin style, but the team order is set by the computer.

About Edit Team:
An original team can be used to play this mode. The original team must be created or edited prior. Select "Edit Team" on the Team Match main menu screen. Existing team can be edited or a custom team can be created. Enter the team name and select the wrestlers.

Battle Royal

Up to eight wrestlers can fight against each other. There are 5 different rules for Battle Royal.

NORMAL: Eliminated wrestlers are forced to leave the ring.

FIRST WIN: First pinfall wins the match.

ENDLESS: Eliminated wrestlers stay in the ring and continue to fight.

OVER-ROPE: Any participant that is tossed over the rope (thrown outside the ring) is eliminated.

TIME: The match starts with two wrestlers and the other participants enter the ring at timed intervals. After the participants are determined the entrance order must be assigned.

Title Match

Title Match is a mode to decide which wrestler is worthy to earn a title belt.

Match Maker

The player is assigned the duty of a promoter who books matches. This allows the player to create a complete match card or a series of cards. The player will be rewarded with FP points depending how well the crowd was entertained.

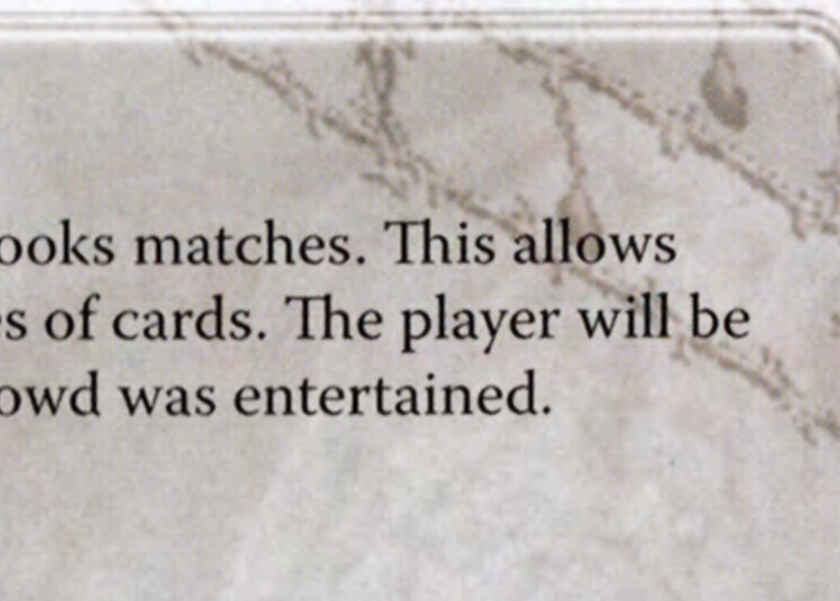
SEASON: Host 12 events

COMPETITION: Host a single event

RANKING: View FP points from Season and Competition

BASIC MATCH MAKER MODE FLOW

1. ORGANIZATION/VENUE: Select the organization and a venue to host the event.



2. MATCH MAKER: Book the matches.

Select Match Style: Normal, Cage Deathmatch, Barbed Wire Deathmatch, Landmine Deathmatch, SWA Rules Match, and S-1 Rules Match.

**Some match styles cannot be selected depending on the venue.*

Match Settings: Decide match settings.

Wrestler Select: To book wrestlers cost FP and the more popular a wrestler the more they cost. Some wrestlers cannot be booked at the beginning of a season.

3. HOST EVENT: Each match will be evaluated.

4. EVENT RESULT: Crowd satisfaction percentage, overall score and FP earned will be displayed.

MATCH CONTROLS

Standing (strike):

The key to standing attacks is to use weak strikes at the start of a match. Once the opponent becomes tired or hurt; start using medium and strong strikes.

Directional button	Move wrestler
□ button	Weak strike
⊗ button	Medium strike
○ button + directional button	Strong strike 1
○ button	Strong strike 2
□ button + ⊗ button	Strong strike 3
△ button + directional button	Run towards the selected direction
△ button + directional button L/R	Run left or right (when the wrestler is on the diagonal line between the corner posts)
L1 button	Use breathing to avoid fatigue
R1 button + directional button L/R	Circle around the opponent
R1 button + directional button Up/Down	Walk toward the opponent or away from the opponent
Left analog stick	Execute Performance

Front Grapple:

When the wrestler makes contact (grapple), press the button once at the right timing to perform a grapple move.

**Pressing the button rapidly does NOT help.*

□ button	Small move (different move with directional button)
⊗ button	Medium move (different move with directional button)
○ button	Big move 1 (finisher) (different move with directional button)
□ button + ⊗ button	Big move 2 (finisher)
△ button + directional button	Irish Whip (throw opponent toward the rope)
R1 button + △ button	Throw opponent over the top rope
R1 button	Front face lock

FRONT FACE LOCK: Use this command to grab the opponent by the head and drag them away from their partner or closer to your own partner.

CONTEST OF STRENGTH: When the wrestlers perform the same move while grappling, they go into a "Contest of Strength". Press the directional button rapidly to win.

OVER-ROPE: While front grappling press the R1 and △ button simultaneously to throw the opponent over the top rope (outside the ring).

Back Grapple:

Use this command to grab the opponent from behind. This command can be used when the opponent is standing dazed or facing other wrestlers in a multi-wrestler situation.

▢ button	Back small move (different move with directional button)
✕ button	Back medium move (different move with directional button)
○ button	Back big move 1 (finisher) (different move with directional button)
▢ button + ✕ button	Back big move 2 (finisher)
△ button + directional button	Irish Whip (throw opponent toward the rope)

BACK GRAPPLE COUNTER: Press the ▢ button or ✕ button to make counter move when grabbed from behind by the opponent. The timing is the same as a normal grapple move.

Opponent down (face up):

When the opponent is on the ground, various moves such as striking or submission holds can be performed.

▢ button near opponent's head	Lift opponent to feet
▢ button near opponent's feet	Roll the opponent to face down
✕ button near opponent's head	Down move 1 (to opponent's upper body)
✕ button near opponent's feet	Down move 2 (to opponent's lower body)
○ button near opponent's head	Down move 3 (to opponent's upper body)
○ button near opponent's feet	Down move 4 (to opponent's lower body)
Run toward opponent + ○ button	Running strike
R1 button	Drag opponent

Opponent down (face down):

▢ button near opponent's head	Lift opponent to feet
▢ button near opponent's feet	Roll the opponent to face up
✕ button near opponent's head	Down move 5 (to opponent's upper body)
✕ button near opponent's feet	Down move 6 (to opponent's lower body)
○ button near opponent's head	Down move 7 (to opponent's upper body)
○ button near opponent's feet	Down move 8 (to opponent's lower body)
Run toward opponent + ○ button	Running strike
R1 button	Drag opponent

When your wrestler is down on the ground, there are three ways to possibly avoid an opponent's attack.

□ button	Time standing
✕ button	Play dead
✕ button + directional button Up/Down	Roll

Running Attack:

Use the following commands to use moves while running.

Directional button	Press toward the opposite direction while running to stop
□ button	Small move
✕ button	Medium move
○ button	Big move
Run toward opponent + ○ button	Running strike
Run toward corner post + ○ button	Execute corner move when the opponent is dazed in the corner
Run toward corner post + hold □ button	Run towards the corner and run-up a corner post and attack to the standing opponent
Run toward corner post + hold ✕ button	Run towards the corner and run-up a corner post and attack to the standing opponent

**Some wrestlers cannot use corner post climbing attack.*

Running Counter:

Use these commands to counter attack the opponent when Irish Whipped.

□ button	Small move counter
✕ button	Medium move counter
○ button	Big move counter
□ button + ✕ button	Standing attack counter
L1 button	Feint move

**Feint move may not be used depending on the wrestler's fight style.*

Diving Attack from the Corner Post:

Use the following commands to move from the top of a corner post.

□ button	Post move 1
✕ button	Post move 2
○ button	Post move 3
□ button + ✕ button	Post move 4

**Some wrestlers cannot climb the corner post.*

Press the □ button or ✕ button + directional button (press towards the corner post) to use Deadly Drive and throw the opponent from the top of a corner post.

Diving Attack to the Outside/Inside the Ring:

Diving attacks can be used when the opponent is outside the ring. If nobody is outside, these moves cannot be used.

Run toward outside + hold ○ button	Diving attack from inside the ring to the opponent outside the ring
○ button + directional button while on the apron	Slingshot attack from the apron to the opponent inside the ring
○ button + directional button near the rope	Slingshot attack from inside the ring to the opponent outside the ring

**Some wrestlers cannot use diving/slingshot attacks.*

THROW THE OPPONENT OUTSIDE THE RING: When grappled near the rope, press the △ button + directional button (towards outside) to throw the opponent outside the ring. If the opponent is fatigued, he/she will be dazed when getting up.

THROW THE OPPONENT INSIDE THE RING: When grappled near the ring while staying outside the ring, press the △ button + directional button (towards ring) to throw the opponent into the ring. If the opponent is fatigued, he/she will be dazed while getting up.

Corner Grapple:

When throwing the opponent towards the left or right corners, he/she will be dazed while leaning on the post. Grapple the opponent while dazed and command the following moves to use corner grapple attacks.

○ button + directional button Up/ left or right/down)	Corner grapple move (three different moves depending on the direction pressed)
R1 button	Tree of woe (hang the opponent upside down)

Top-rope Move (Avalanche-style move):

There are some corner post moves that set the opponent on top of a turnbuckle and throw him/her from it. When you set the opponent on top of a turnbuckle, the wrestlers grapple at which time you can press the ◉ button to a use top-rope move.

When the opponent sets you on top of turnbuckle, press the ▣ button, ⊗ button or the ◉ button to counter move.

Irish Whip Counter:

When getting Irish Whipped by the opponent, press the ⊗ or ▣ button when making contact with the rope to evade the opponent attack (not all the time).

▣ **BUTTON:** Put your arms around the rope to stop. This may not work if the opponent is running towards you to attack.

⊗ **BUTTON:** Stop at the rope and counter attack.

**Beside the actions above, you may throw the opponent towards the rope when getting Irish Whipped.*

Grapple on the Apron:

When one of the wrestlers is on the apron and the other is inside the ring and they are involved in a grapple. Press the ▣, ⊗, or ◉ button to use the Apron move.

THROW OPPONENT TO THE APRON: When your wrestler grapples the opponent near the rope, press the R1 button + directional button (press towards the outside) to throw the opponent to the Apron.

Guard Position (Mount Position):

Some moves take the opponent to the ground and assume guard position (mount position). Press the ▣, ⊗, or ◉ button to use the attack move when the wrestler makes a guard position action.

Guard Position (Mount Position) Counter:

If the opponent takes the guard position on your wrestler, press the ▣, ⊗, or ◉ button to perform a counter move.

Face Lock Position:

When the opponent tries to tackle and take you down to the ground, your wrestler sometimes puts the opponent under a face lock position while standing. Press the ▢, ✕, or ◯ button to perform an attack move.

Face Lock Position Counter:

Press the ▢, ✕, or ◯ button to perform a counter move when the opponent performs a face lock position.

Back-Mount Position:

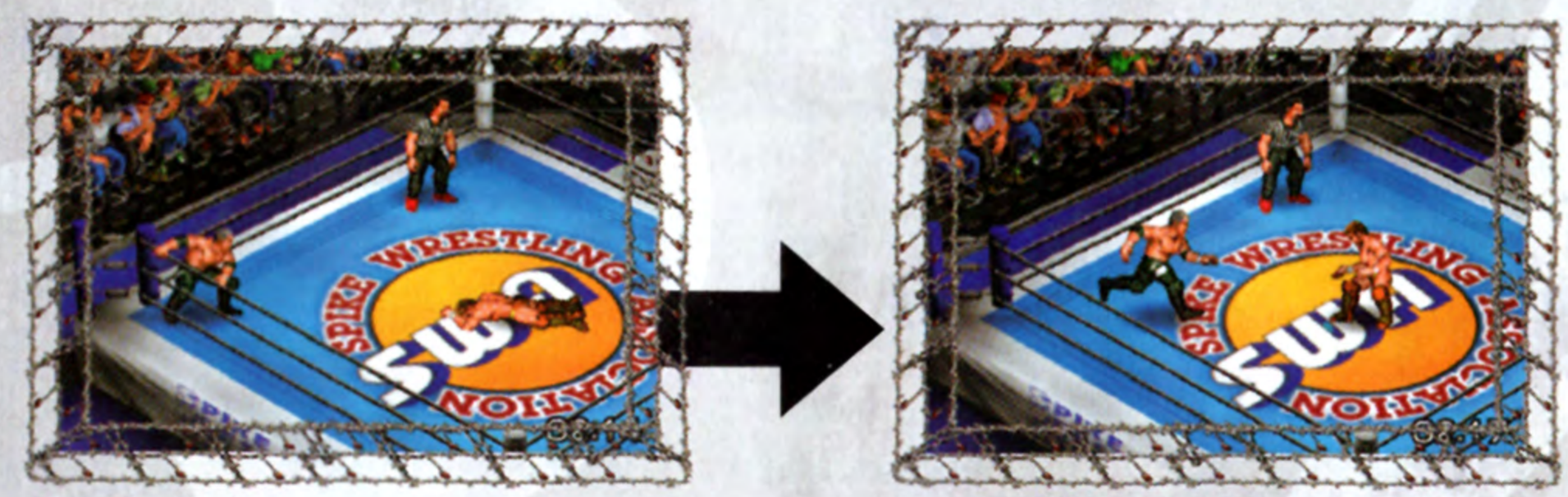
Some moves take the opponent to the ground and assume a back mount position. Press the ▢, ✕, or ◯ button to perform an attack move when the wrestlers performs a back-mount position action.

Back-Mount Position Counter:

Press the ▢, ✕, or ◯ button to perform a counter move when the opponent performs a back-mount position.

Corner-to-Center Move:

When the opponent is down and around the center of the ring, go to the left or right side corner post and press the ◯ button + directional button (press towards the post) to perform the corner-to-center move. Your wrestler will perform the attack move when the opponent stands up.



**This move will only be successful if the opponent is standing dazed.*

Other Moves

Press ⊗ button rapidly	Escape from a pin.
Press directional button rapidly	Escape from a submission or hold.
Press any button(s) rapidly	Recover from down.
Voluntarily release the pin or hold ⊗ button	Voluntarily release the pin, submission, or hold. This can be used to make the match more exciting.

**The wrestler sometimes can be knocked out (KO). KO is different from a normal down. When the wrestler is knocked out, the referee will stop the match immediately (TKO). If the opponent is knocked out but your wrestler gets him/her up on their feet, the match will continue until he/she is downed again.*

Tag Match Control:

L1 and directional button (near corner)	Tag out. It can be done while having the opponent under a face lock position.
R1 button after grappling from behind	Grab the opponent.
R1 button + directional button UP after grappling from behind	Grab the opponent and have your partner attack from the corner post.
Any button while getting pinned or under submission hold	Cut play to help your partner escape from a pin, submission or hold.
From the apron R1 button + directional button	Grab the opponent inside the ring while standing on the apron.
Opponent on the top of corner post ▢ button + directional button	Grab the opponent who is standing on top of the corner post while you're on the apron.

Double Team Grapple (Front):

Press the ▢, ⊗, or ◎ button to perform a double team move when two wrestlers grab an opponent. The move is dependent on the wrestler and who is making the move.

Double Team Grapple (Back):

Press the ▢, ⊗, or ◎ button to perform a double team move when two wrestlers grab an opponent from behind. The move is dependent on the wrestler and who is making the move.

Double Team Grapple (Corner):

Press the ▢, ⊗, or ◎ button to perform a double team corner move when two wrestlers grab an opponent near the corner post. The move is dependent on the wrestler and who is making the move. Your turn comes after your partner attacks the opponent at the corner, press and hold the ◎ button + R1 button until the attack hits the opponent.

EDIT MODE

Edit Wrestler

This section describes the Edit Wrestler in detail.

After selecting Edit Wrestler, you will see the organization/group list on the left side and the wrestler list on the right side.

All edit commands will be done by using menu windows which appear by pressing the ■ button. Short cut commands are available by using the right analog stick.

Organization/Group List Window

Directional button Up and Down	Move cursor
△ button	Open/close the wrestler list (when the specific organization is selected)
□ button	Open/close submenu
	Return to the previous screen
✕ button	Move cursor to the wrestler list (right side of the screen)
Right analog stick	Short cut commands

SUBMENU WINDOW COMMANDS:

1. TOP: Return to the top of the list

2. OPEN/CLOSE ALL: Open and close all subcategories.

3. CREATE NEW: Create a new organization or group.

4. SORT: Switch wrestler's positions within an organization or group.

5. EDIT NAME: Edit the name of an organization or group.

6. CHANGE LOGO: Change organization's logo.

7. DELETE: Delete a selected organization or group.

(6). CHANGE ATTRIBUTE (WHEN SPECIFIC TEAM IS SELECTED):
Change the attribute of a group or organization.

Wrestler List Window

Directional button Up and Down	Move cursor
△ button	Return to Organization/Group list window
□ button	Open/close submenu
⊗ button	View wrestler information
Right analog stick	Short cup commands

SUBMENU WINDOW COMMANDS:

1. TOP: Go back to the top of the list.

2. NEW: Create a new wrestler.

3. SWITCH: Switch current position of the wrestler.

4. TRANSFER: Transfer the wrestler to the different organization or group.

5. EDIT NAME: Edit a wrestler's name.

6. DELETE: Delete the selected wrestler.

Creating a New Wrestler

1. Select any group in the Organization/Group List window. When the cursor is on an organization name, you cannot create a new wrestler.
2. Open a submenu window in the Wrestler List window.
3. Select "Model Wrestler" or "Default Wrestler" and enter the name to create a new wrestler.

Newly created wrestler or edited wrestler will have "ED" mark on the left of the wrestler's name.

MODEL WRESTLER: Use a model wrestler from the list to create a new wrestler. Data that will be carried over to the new wrestler will include: Wrestler Name, Appearance, Moveset, and CPU Logic. "Skill" and "Parameter" will not be carried over.

DEFAULT WRESTLER: Create a new wrestler from a default wrestler.

Edit Wrestler Window Commands

1. EDIT NAME:	Change the name of a wrestler.
2. EDIT SKILL:	Edit the skills of a wrestler.
3. APPEARANCE:	Edit the appearance of a wrestler.
4. MOVESETS:	Edit the moves and decide special/critical and voices.
5. PARAMETER:	Edit the parameters of the wrestler.
6. CPU LOGIC:	Edit the CPU Logic of the wrestler.
7. FINISHER NAME EDIT:	Change the name of the finisher move.
8. OTHERS:	Edit a wrestler's profile.

Edit Name:

Change the wrestler's name. Alphabet and symbols can be used to enter the wrestler name. Press the ▢ button to open the submenu window or use right analog stick to open the shortcut menu window. "Flip" is used to change the display order of the first and last name. "Space" is used to put a space or symbol between first and last name. Use the L1 and R1 buttons to cycle through the fist name, last name, flip, space, and nickname.

First Name: Maximum of 7 characters

Last Name: Maximum of 9 characters

Flip: ON/OFF

Space: Space or a symbol between first and last name

△ button	Erase character
⊗ button	Insert character
▢ button	Open/close submenu window
L1 button	Move cursor to the left
R1 button	Move cursor to the right
START button	Exit edit name
Right analog stick	Shortcut menu

Appearance:

Edit the appearance of a created wrestler. Select the base for each body part and decide the appearance for each layer. The color for each layer can be edited in detail. Press the △ button to edit the color. Color can be edited by adjusting RGB colors or choosing from the color samples from the submenu window.

Style	Fighting style of the wrestler
Size	Body size
Head	Head parts
Chest	Chest parts
Waist	Waist parts
Upper Arm	Upper arm parts
Lower Arm	Lower arm parts
Wrist	Wrist parts
Thigh	Thigh parts
Calf	Calf parts
Feet	Feet parts

Control Commands:

Directional button Up and Down	Make selection
△ button	Open/close list when selecting a main category Move to palette window
□ button	Open/close submenu window
○ button	
✕ button	Confirm selection
START button	End editing and exit
Right analog stick	Shortcut menu

Control Commands (Palette Window):

Directional button Up and Down	Select color/gradient/RGB color
△ button	Go back to Appearance main
□ button	Open/close submenu window
○ button	
✕ button	Confirm selection
L1 / R1 button	Move cursor on gradient categories
Right analog stick	Shortcut menu

Edit Skill

CLASS: Select the weight class the wrestler belongs to. There are two classes: Junior and Heavy. No weight restriction of selecting the weight class.

INFORMATION: Decide the wrestler's information: Height, weight, gender, date of birth, and country.

RANK: Decide wrestler's rank which affects the loudness of the cheer from the audience. "S" is the highest rank.

CHARISMA: Set the wrestler attractiveness which affects the loudness of the cheer from the audience.

FIGHT STYLE: Fighting style of the wrestler.

Orthodox	Traditional Orthodox style
Technician	Great at technical moves
Wrestling	Amateur wrestling style using tackles and Suplexes
Ground	Good at ground attacks and submissions
Power	Main style is to maximize strength
American	Mixed style of technical moves and rough attacks
Junior	Mixed style of various styles
Luchador	Traditional Lucha Libre
Heel	Main style is rough
Mysterious	Technical style heel with oriental elements
Shooter	No entertainment element for this style
Fighter	Main style is kick boxing and karate
Grappler	Main style is Jujutsu
Panther	Maximize agility and Lucha Libre style
Giant	Maximize size and power
Vicious	Mixed style excelling at various fighting styles

RETURN: Counter move category

Orthodox	Orthodox counter style
Technician	Counter-pinfall moves
Power	Power-based counter moves
American	Tough and technical counter moves
Junior	Lucha Libre based counter moves with Japanese arrangement
Luchador	Orthodox Lucha Libre based counter moves
Heel	Rough attack based counter moves
Mysterious	Heel-based elegant counter moves
All Round	Mixed styles of counter moves
Shooter	Kick and submission based counter moves
Fighter	Standing-based counter moves
Grappler	Submission hold based counter moves
Giant	Orthodox counter moves using its giant size
Vicious	Counter moves using agility

CRITICAL: Some wrestlers have critical moves that can knock out the opponent. Critical occurs at certain frequency.

Finisher	Critical can occur when a move set as "Critical" is executed.
Striking	Critical can occur when a punch or kick (striking attack) lands.
Suplex	Critical can occur when a throwing move is used (holding moves not included).
Submission	Critical can occur when a submission hold or locking move is executed.
Power	Critical can occur when throwing an opponent to the ring mat.
Technical	Can take 3 counts on pinfall no matter how fatigued the opponent is.

Compatibility for critical and counter move:
There's the compatibility between a fighting style and counter move/critical move. The effect of the move can increase if combination has a good compatibility, and the effect can decrease if combination has a poor compatibility.

SPECIAL: A special skill dictates the wrestler's personality can be decided.

None	No special skill.
Stardom	Gets involved with the audience and repeats popular moves.
Q. Return	Recover immediately after taking a big move.
Over Turn	Becomes more concentrated under disadvantage circumstances.
Start Dash	Shows great strength at the beginning of the match.
Guts	Doesn't give up easily.
Strikeback	Rejuvenates and strikes back when the opponent show signs of fatigue.
Finish	Extremely effective finisher.
Blood	Becomes stronger when starting to bleed.
Hardcore	Weapon specialist.
Focus	Focused during the match and has a higher rate of evading a striking attack, submissions, and technical moves.
Adapt	Flexible body and has a higher rate to avoid suplexes and power moves.
Hardbody	Strong and healthy body.
Superstar	Stardom and a strong critical finisher.
Warrior	Quick kill and immediate recovery.
2nd Wind	Strong will to stand up and the ability to over turn the match under disadvantage circumstances.
Rage	Strong will to stand up and be rejuvenated when the opponent is fatigued.
Banish	Very focused and can over turn the match under disadvantage circumstances.
Spirit	100% output from the opponent and 120% output from your own strength to win.
Monster	Star power, a strong critical finisher, and a flexible body.
Do or Die	Strong guts and can strike back and over turn the match.
Reborn	Strong guts, concentration, and a strong iron body.

RECOVERY: Decide the recovery speed for two variables: Normal and bleeding. Faster the recovery, the more resistant against attacks.

BREATHING: Decide the breathing level. Each wrestler has a "Breathing value" and decreases when executing a move against the opponent. When the value reaches 0, the wrestler won't be able to perform moves for a certain period of time.

SPIRIT: Decide the spirit strength. Higher the value, the more a wrestler can mentally endure.

ENDURANCE: Endurance for each body part can be decided. The endurance value doesn't recover during the match.

MOVE SPEED: Decide the movement speed of a wrestler.

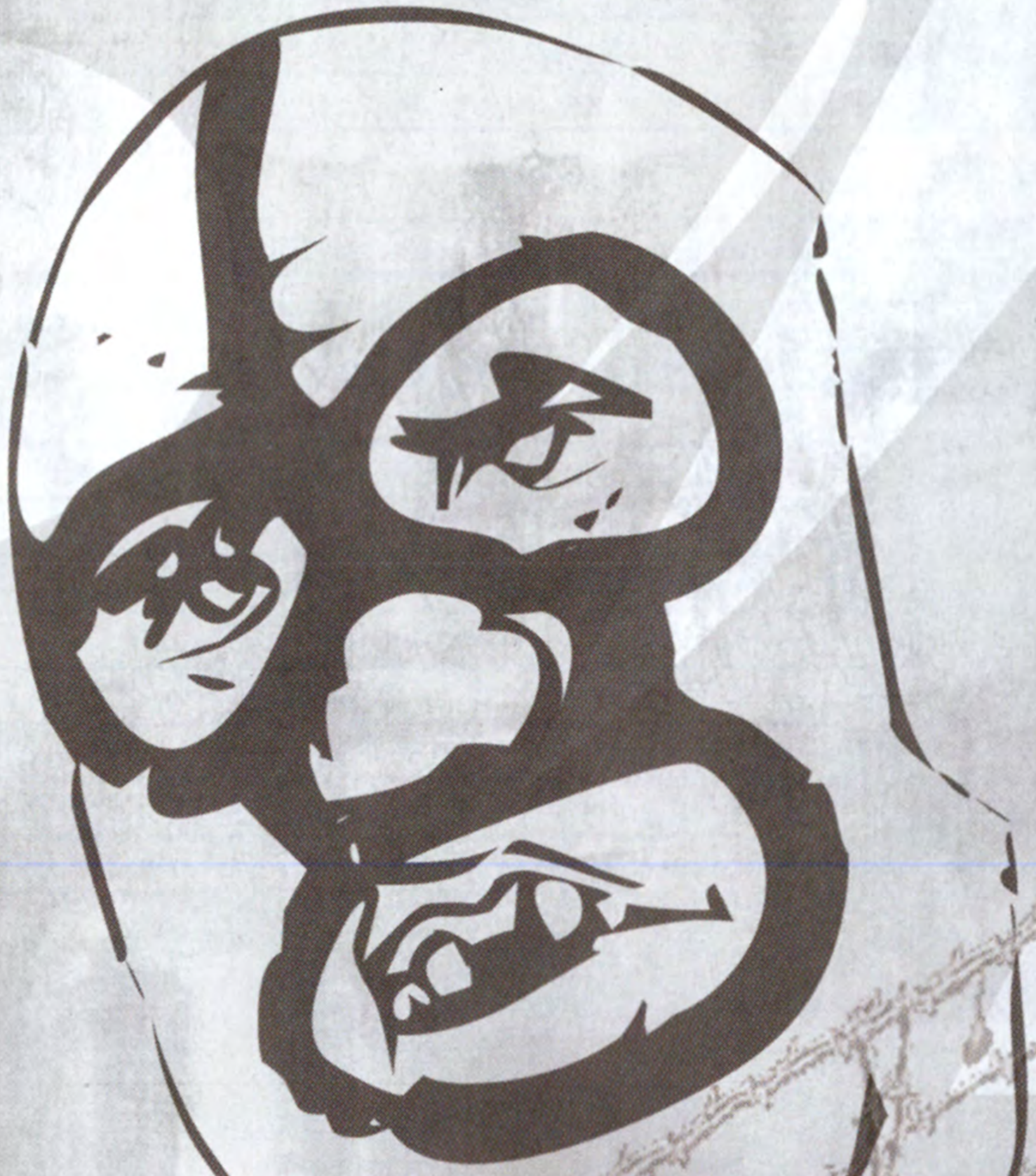
UP AND DOWN SPEED: Decide the ascending and descending speed when climbing a corner post.

ASCENT STYLE: Decide the value when climbing a corner post: Disable, Enable, or Run.

WEAPON: Decide the wrestler's favorite weapon.

THEME SONG: Decide the theme song for the wrestler.

VOICE: Decide the voice: Voice 1 and Voice 2.



Parameter Edit

Parameter value for abilities can be decided. There are two main categories: Offense and Defense. Each parameter can be set from 1 – 10. Use the directional button Up and Down to make selections and left and right to increase/decrease the value. Use the L1 and R1 button to switch between offense and defense category.

Offense Parameter

Punch	Offense parameter for attacks using hands.
Kick	Offense parameter for attacks using legs.
Throw	Offense parameter for suplexes and throws.
Joint	Offense parameter for joint attacks, accuracy and strength.
Stretch	Offense parameter for moves involving stretch.
Power	Offense parameter for power based attacks.
Agility	Offense parameter for aerial moves and suplexes.
Arm	Offense parameter for attack using arm power.
Tech.	Offense parameter for technical moves.
Rough	Offense parameter for attacks using weapons, head butts, and chokes.
Overall	Offense parameter for overall strength.
Entertain	Offense parameter for entertainment based moves.

Defense Parameter

Punch	Defense parameter against attacks using hands.
Kick	Defense parameter against attacks using legs.
Throw	Defense parameter against suplexes.
Joint	Defense parameter against joint attacks resistance.
Stretch	Defense parameter against moves involving stretch.
Flying	Defense parameter against aerial attack moves.
Body	Defense parameter against attacks using opponent's body weight.
Lariat	Defense parameter against lariat attacks.
Tech.	Defense parameter against technical moves.
Rough	Defense parameter against weapons, head butts, and chokes.
Overall	Defense parameter against overall strength.
Entertain	Defense parameter against entertainment based moves.

Movesets Edit

Moves can be assigned to a wrestler. The move list is on the left and the wrestler's display is on the right. Use the △ button to display a preview of a selected move. You can move the wrestler's display by using the left analog stick. Use the L1 and L2 buttons to zoom in and out.

MAIN (MAIN ATTACK): Value set in the parameter is displayed. Main Attack value represents the effectiveness of the move when used against the opponent.

SUB (SUB ATTACK): Value represents the effectiveness of the move on a section other than Main Attack value affects. It cumulates overall attack ability.

COMPATIBILITY: The overall compatibility between a wrestler's fight style and the move assigned. Grade A is the best compatibility between them.

Critical move, special move, voice 1, and voice 2 can be decided in the assigned moveset. Open the Movesets list and press the ✕ button to move to the bottom section. Use the left directional button to move the cursor to the left. Move the cursor to the left "•" to set the voice and move the cursor to right "•" to set the critical and special.

CRITICAL AND SPECIAL: Press the ✕ button once to set "Special" (represented as "S") and press the ✕ button twice to set "Critical" (represented as "C"). Only one critical and four specials can be assigned to a wrestler.

VOICE 1 AND VOICE 2: Press ✕ button once to set "Voice 1" (represented as "V1") and press the ✕ button twice to set "Voice 2" (represented as "V2").

FINISHER NAME EDIT: Finisher move name can be edited.

CPU Logic

Action patterns of an edited wrestler when controlled by the CPU can be decided in detail.

PERSONALITY

PERSONAL TRAITS: Higher this value, the more the wrestler performs moves to entertain the crowd.

DISCRETION: Higher this value, the more the wrestler emphasizes on winning. Lower the value, the more the wrestler focuses on dealing damage.

FLEXIBILITY: Higher the value the wrestler is more flexible in different circumstances. Lower the value the wrestler attempts to stay with own match plan.

COOPERATION: Higher this value, the more a wrestler is cooperative in a tag match. Lower the value, a wrestler has a tenacity to act on his/her own.

OTHER TENDENCIES

OUTSIDE RETURN COUNT: Decide the speed of how fast a wrestler returns to the ring.

TOUCHWORK: Decide the time when a wrestler is more likely to tag a partner.

WEAPON USAGE: Decide how likely the wrestler will pick up a weapon.

SECOND: Decide how likely a second will interfering during a match.

Edit LOGO:

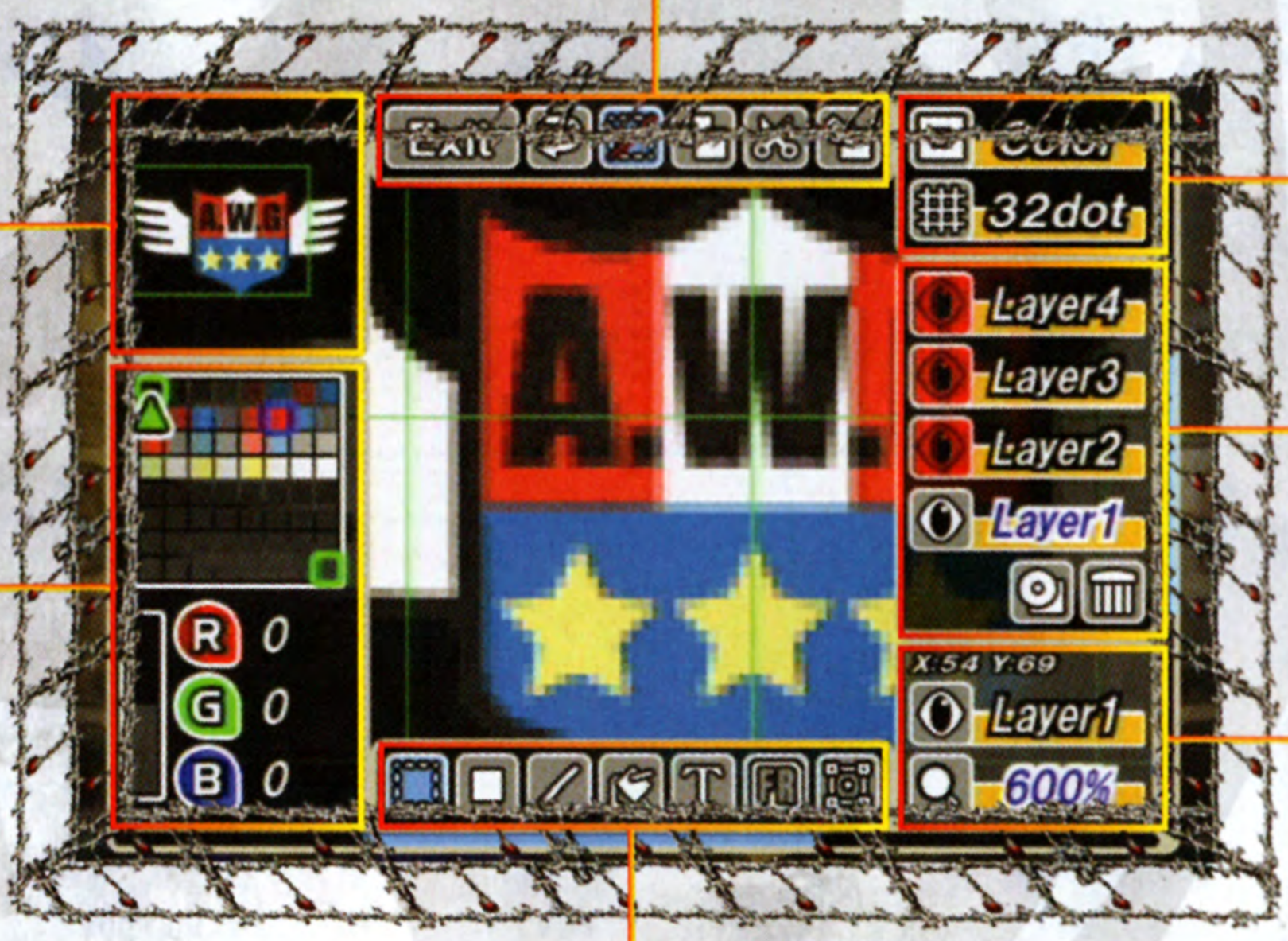
When you select "Edit Logo", you will be taken to thumbnail load screen. If you are creating a new logo, please select "No Data".

Navigation Window

Use the directional buttons to make selections and the left analog stick to move the image. Use the R1 and R2 button to rotate windows.

Edit Window

Option Window



Tool Window

Information Window

Each layer can be selected for editing. Logo data can be loaded to the selected layer.

Palette Window

Use the directional buttons to select the grid and press the ⊗ button. Use the directional button left and right to select a color to edit. Use the directional button left and right to select the RGB color.

Layer Window

EDIT WINDOW

Exit Exit	Exit Edit Logo.
Undo	Undo action.
Redo	Redo action. Use the directional button down to display this option.
Deselect	Deselect selected area.
Select inverse	Inverse selected area. Use the directional button down to display this option.
Copy	Copy selected area.
Cut	Cut selected area.
Paste	Paste copy or cut area.

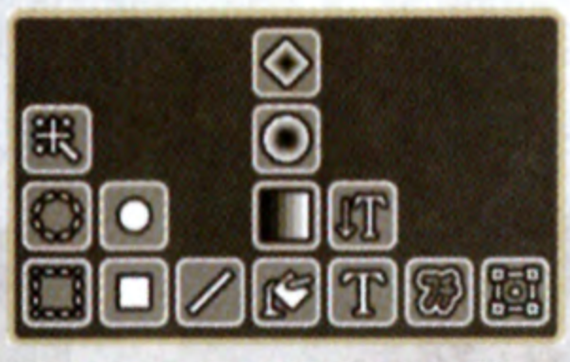
OPTION WINDOW

Outline	Select image outline ON/OFF. Use the directional button right to show outline options window.
Grid	Set grid ON/OFF. Use directional button right to show grid options.

LAYER WINDOW

Layers	Hide/unhide layer. Select the layer and press the ⊗ button to hide/unhide the selected layer.
Load	Load sample logo data.
Delete	Delete selected layer.

Press and hold* **R2 *button to move the cursor faster.*



TOOL WINDOW

Marquee Tool R	Rectangular marquee tool.
Marquee Tool E	Elliptical marquee tool.
Magic Wand	Magic wand tool.
Airbrush R	Airbrush tool with a rectangular dot using the foreground color. Use the directional buttons to select the starting point. Press and hold the ⊗ button to drag the cursor using the directional buttons.
Airbrush E	Airbrush tool with an Elliptical dot using the foreground color. Use the directional buttons to select the starting point. Press and hold the ⊗ button and drag the cursor using the directional buttons.
Line Tool	Tool used to draw lines.

Fill Tool	Fill the area with a selected color. To select the color to fill, press the ■ button and select "Edit Color". Select the desired color and press the ■ button. Select "Tool" to go back.
Gradient Tool	Gradient tool using the selected 1st and 2nd color to fill with gradient.
Gradient Tool E	Elliptical gradient tool.
Gradient Tool lozenge	Lozenge-shaped gradient tool.
Tool Type	Tool used to type horizontally.
Tool Type (vertical)	Tool used to type vertically.
Outline Tool	Draw an outline around the selected area.
Transform Tool	Transform tool.

**Press the directional button UP to show all options.*

Ring Edit:

A custom ring can be created for your matches. Please select "Edit Ring" in the Edit main menu.

NAME EDIT: Enter the name for your new ring.

TURNBUCKLE: Select the type of turnbuckle:

Type A: Cylinder

Type B: Triangle

Type C: Triangle-shaped mat

TURNBUCKLE COLOR: Select the turnbuckle color.

POST COLOR: Select the corner post color.

ROPE COLOR: Select the rope color.

MAT TYPE: Select the ring mat from Type A, Type B, and Type C.

RING MAT COLOR: Select the ring mat color.

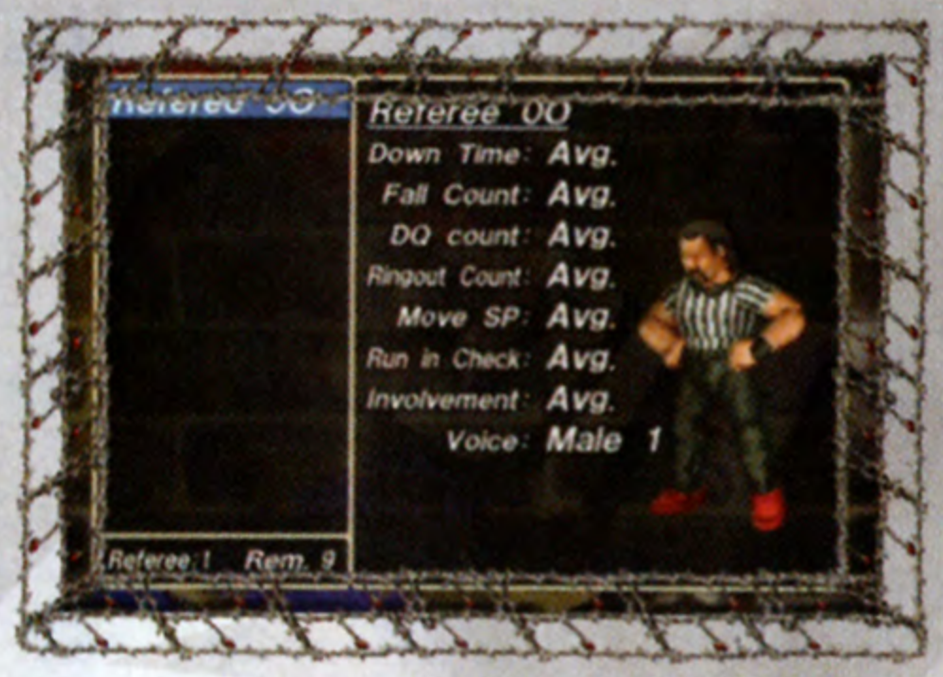
APRON COLOR: Select the ring apron color.

LOGO: Select the logo for the mat.

**Use the left analog stick to rotate the ring and use the* R1 *and* L2 *buttons to zoom in and out.*

Edit Referee:

A custom referee can be created to officiate.
Select "Referee" in the Edit main menu.



NAME ENTRY: Enter the name for the referee.

APPEARANCE: Referee appearance can be set in details. Please see wrestler appearance on page 24.

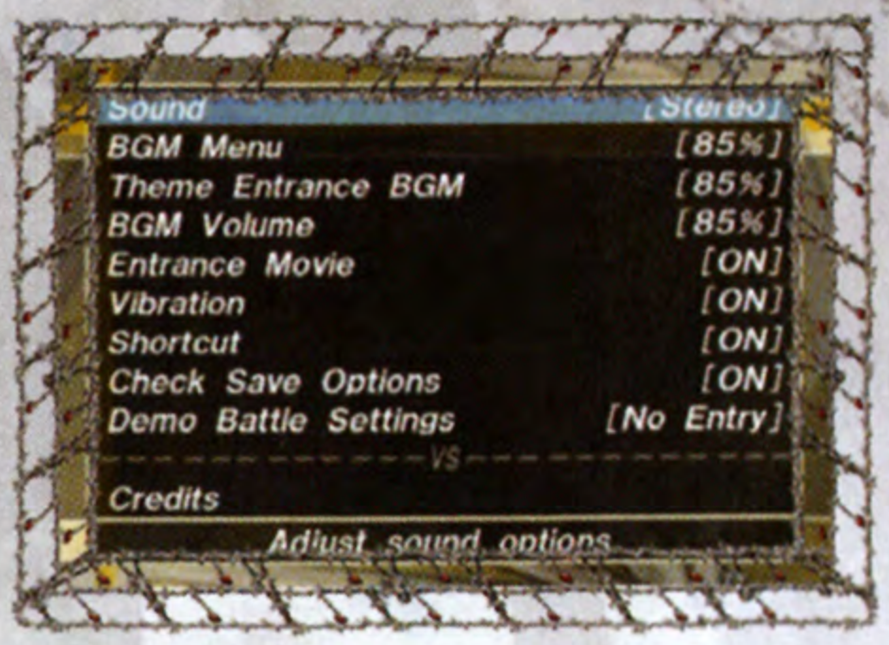
EDIT REFEREE SKILLS:

Down Time	Recovery time after colliding with a wrestler or involved in explosion.
Fall Count	Fall count speed.
DQ Count	DQ count speed.
Ringout Count	Ringout count speed.
Move SP (move speed)	Movement speed.
Run in Check	How fast the referee check cut the play during a tag match.
Involvement	How fast the referee check cut play.
Voice	Select female or male voice.

OPTIONS AND DATA

Options

Various game settings can be decided.
Use the directional button up and down to make selections and use the directional button left and right to change the values. You can also press the ◉ button to open the submenu to make changes.



1. **SOUND:** Decide between Stereo and Mono.
2. **BGM MENU:** Set the background music volume for the menu screens.
3. **THEME ENTRANCE BGM:** Set the background music volume for theme songs.
4. **BGM VOLUME:** Set the background music volume for the matches.
5. **ENTRANCE MOVIE:** Set ON/OFF the entrance movies.
6. **VIBRATION:** Set vibration ON/OFF.

**This title supports the vibration function for up to 2 players and doesn't support the vibration function if there're 3 or more players.*

7. **SHORTCUT:** Set ON/OFF the shortcut submenus.
8. **CHECK SAVE OPTIONS:** Set ON/OFF the check save function.
9. **DEMO BATTLE SETTINGS:** Set the demo battle cards for the title movie.
10. **CREDITS:** View the credits.

Save/Load

The save and load data can be managed.

1. **SAVE:** Save the game data to a memory card (8MB)(for PlayStation®2).
2. **LOAD:** Load the game data stored on a memory card (8MB)(for PlayStation®2).
3. **WRESTLER DATA COPY:** Copy edited wrestler data from a memory card (8MB)(for PlayStation®2) to the PlayStation®2 system.
4. **LOGO DATA COPY:** Copy edited logo data from a memory card (8MB)(for PlayStation®2) to the PlayStation®2 system.

**If you would like to copy the edited wrestler data to a different memory card (8MB)(for PlayStation®2), please follow the steps below:*

1. Insert the memory card (8MB)(for PlayStation®2) with data stored in the system. Copy wrestler data to the system on "Wrestler Data Copy" screen.
2. Insert a different memory card (8MB)(for PlayStation®2) in the system. Select "Save" to save the data to the memory card (8MB)(for PlayStation®2).

**Edited wrestler(s) copied to the system will be stored in the "Retired" section.*

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David Silviera
Sheri Snow
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SVG Distribution, Inc.
Miki Takashima
Terry Wolfinger
Bill Wood

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